

# Sherlock Holmes

CONSULTING DETECTIVE







# Sherlock Holmes, Consulting Detective

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## *Special Thanks*

"To the logician all things should be seen exactly as they are, and to underestimate one's self is as much a departure from truth as to exaggerate one's own powers." —Sherlock Holmes, circa 1880

It is on this page that we gratefully acknowledge the following individuals, without whom this project could never have been accomplished with such a sentient display of mastery, skill, and craftsmanship.

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*My Dear Friend,*

*To recount those cases which are engaging and at the same time best suited for exhibiting those acute mental abilities for which the great Sherlock Holmes was famous is, although arduous, not altogether impossible.*

*The following triad of cases presents the opportunity for you to progressively press and put to trial your powers of discrimination and deductive reasoning.*

*These exercises will take you from the ruins of ancient Egypt to the resplendence of high society to a young man's romance with war. But, bear in mind that despite differences in the motive, method of operation or milieu of events that surrounds a case, each investigation requires unerring logic as well as strict adherence to the facts.*

*While you conduct your study in detection, you have available the assistance of both Holmes and myself for the retracing of evidence for a case. However, you determine the route of exploration and line of questioning.*

*And now, as you enter upon this adventure in sleuthing, I bid you the best of wishes in your endeavours.*

*I am your most humble servant,*

*John H. Watson, M.D.  
221B Baker Street  
London*

*P.S. To help you in your investigations, I am enclosing what is called a CD, or compact disc—an amazing little device that effectively storehouses large amounts of information onto a small silver platter.*

*Placing this disc into a special apparatus called a CDTV™ player allows you to retrieve the material as you desire.*

*On this disc, you are provided with recordings of Holmes' and my introductions to the cases. In addition, you have access to all of the resources we had at our disposal during the time of our original inquiries.*

*Please, be sure to take particular care in handling the CD by following the operating instructions prescribed below:*



*Avoid touching, smudging or scratching the surface of the disc.*



*Always place the disc into its clear carrying case/box, the caddy, before inserting it into the CDTV player.*



*Always store the disc in its caddy after use.*

**The Mummy's Curse**  
*12 April, 1889*

*The Times* started it all—calling the killings the outworkings of an ancient Egyptian curse. I accused the tabloid of capitalizing on the superstitions of the populace.

Yet, four men were dead, with the wrappings of a 4000-year old mummy binding their fates together. Were the deaths the result of a curse or a cover-up?

**The Case of the Mystified Murderess**  
*4 July, 1888*

Her suitor was infuriated: his kind lady had been charged with the murder of a scoundrel, a fortune-squandering bounder, a true cad.

Rumours were that she had favoured the young fellow, but he had frolicked with her sister. It is said that three makes a crowd. In this case, it was a corpse.

**The Case of the Tin Soldier**  
*10 June, 1890*

An initiate of high society. An officer. The collector of treasures *sans pareil*. He had traveled many pathways throughout his lifetime. This time, he crossed the wrong one.

**NOTE:** The selection of each case is available under its respective title in the game's **TABLE of CONTENTS**.

## *People and Places*

Although the direct interview of case witnesses and suspects is invaluable, do not forget to consider the following individuals and institutions that offer insight and information that otherwise cannot be obtained:

**Henry Ellis**, as Foreign News Editor of *The Times*, has a knowledge of international affairs and an interest in criminal activities that merit both consideration and consultation.

**Edward Hall**, a most astute barrister, sets himself apart from the others of his profession through his creative handling of legal matters.

**Quentin Hogg's** practiced deductive mind and experience as a crime reporter for *The Police Gazette* are a recommended asset.

**Inspector Lestrade**, our main contact at Scotland Yard, is more useful for his acquisition of inaccessible information than he is for his correlation of theories with the facts of a case.

**Sir Jasper Meeks**, Chief Medical Examiner, affords keen observational skills and technical advisement that should not go unnoticed.



**H.R. Murray** is something of an absent-minded chap, yet his expertise as Head Chemist provides connections between physical evidence and the criminal event that are quite valuable.

**Disraeli O'Brian**, head clerk of the Office of Records, is a virtual walking—or should it be said, sitting—encyclopedia for state papers and legal records.

**Langdale Pike**, gossip columnist, is a colorful character who renders descriptions that are just as full-toned as the scandalously noteworthy of London.

**Porky Shinwell**, a one-time resident of Parkhurst Prison, is presently the proprietor of The Raven and The Rat, catering to patrons whose ears are tuned to the dealings of the underworld.

**The London Library** possesses a remarkable collection of reference works that may prove useful in your investigations.

**Somerset House** holds a sizable assemblage of files on births, deaths, and marriages, as well as testaments and wills.

**NOTE:** A personal description of each person or place is available within the **Holmes' Introduction** heading in the game's **TABLE of CONTENTS**.

## Tools of the Trade

Available to you are several resources, represented here and on the game screen by a little picture called an *icon*. The cursor—a moveable icon used as a selection vehicle—is the means by which you may access these tools.

On the screen, the cursor appears as a small picture of a Magnifying Glass that changes to Big Ben whenever the CDTV player is busy.

- To use a tool, click the cursor on the corresponding icon
- To put away a tool, either use the cursor to
  - 1) click on the **Magnifying Glass** *icon* or
  - 2) select another tool icon



### Holmes' Book

Stop, save a game or select another mystery by clicking on this icon to return to the game's **TABLE of CONTENTS**.



### Notebook

Copy the names of people and places you want to check out into this handy reminder.

- To select a person or place in the Notebook, click on the name
- To put a name in the Notebook, choose an entry from the Directory, then click on the Notebook
- To page through the Notebook, click on the *lower right* corner of the following page



## Directory

Look in this reference for the people and places of Holmes' London. Or, place your selection in the Notebook for future reference.

- To select a name in the Directory, choose the tab with the proper initial; then, click on the name of your choice
- To page through the Directory
  - backwards, click on the *left* arrow tab on the lower left edge of the Directory
  - forward, click on the *right* arrow tab on the lower right edge of the Directory
- If you click on the closed Directory, it will open to the page listing the name that was last selected.

**NOTE:** Instead of the **Magnifying Glass** icon, the **Red Arrow** icon at the *top center* of the Directory or clicking on another icon puts away this tool.

## Newspaper

Scan *The London Times* for start-up clues of the case.

### *Using Hard Copy*

- To locate articles,
  - 1) choose the **Newspaper** icon, bringing up a dated index of relevant issues
  - 2) select the issue of your choice
  - 3) refer to the same issue in hard copy
  - 4) flip through the issue until you see the article you need



## Using CD Copy



1



2



3



4

- To open up a newspaper,
  - 1) choose the **Newspaper** icon bringing up a dated index of relevant issues
  - 2) choose a date to see the illustrated issue
- To page through the **newspaper**, click on the *upper right* corner of the following page
- To locate articles,
  - 1) refer to the hard copy for the page, column, and article numbers of the article
  - 2) return to the CD copy and click on the corresponding location
- To move from article to article,
  - backwards, click on the **Previous Article** icon (1)
  - forward, click on the **Next Article** icon (2)
- To move within an article,
  - up, click on the **Scroll Up** icon (3)
  - down, click on the **Scroll Down** icon (4)

**NOTE:** Holding down the **B** or **right** mouse button on your controller will enlarge the article you are currently viewing. Moving up and down on the controller will scroll through the text. Releasing the button will return the text to its original size.



- To return to the **Index**, click on the **Return Arrow** icon at the *top left* of the paper, near the “T” of the paper’s title

**NOTE:** Please remember that only after making a selection in the Notebook or Directory, do you have the option of choosing the icons for Travel, Holmes’ Files, and the Baker Street Irregulars to get specific information about that location or individual.

## Travel

Hop in your horse and carriage to catch actual cinema-like, or video, interviews with witnesses and suspects.

- To view the entire travel scene again, click on the **Rewind** button towards the *lower left* frame of the video box or window
- To stop momentarily, click on the **Pause** button at the *lower center* of the video window frame; click again to resume viewing
- To close out of the travel scene, click on the **Stop** button towards the *lower right* frame of the video window frame

## Holmes’ Files

Pull up background information and notes of interest. There is a file on almost every name listed in the London Directory.

**NOTE:** Holding down the **B** or **right** mouse button on your controller will enlarge the file you are currently viewing, moving up and down on the controller will scroll through the text. Releasing the button will return the text to its original size.



## Baker Street Irregulars

Gather inside information on the people and places of London from Sherlock's special group of street watchers. *See NOTE on page 11.*



## Scoring and Trial

As an aspiring detective, there are three qualities you must cultivate: 1) the power of observation, 2) the power of deduction, and 3) a broad base of precise knowledge.

Therefore, to test your skills of detection, points of an undisclosed amount are allotted to each resource you use. With the assistance that Holmes and I provide, your task is to gain the most information from the least number of resources, and so accrue the lowest score possible.

When you think that you have gained sufficient evidence, present your case in court. Select the Notebook, Directory or one of the displayed options to answer the Judge's questions. Answer each question correctly, and you'll see how Holmes solved the case. But miss one query, and you'll find yourself back on the trail for more clues. *See NOTE on page 11.*

Match your score against Holmes' and hope to beat the Baker Street detective at his own game!

**NOTE:** A discussion of each game icon is available within the **Instructions** heading in the game's **TABLE of CONTENTS**. Select the heading **SAVE GAME** or **LOAD GAME** in the game's **TABLE of CONTENTS** to respectively save your sleuthing strategy and score or retrieve the most recently saved strategy and score.

# Requirements

- CDTV Player
- Standard infrared controller
- Infrared trackball (Optional)
- Infrared mouse (Optional)

## **Sherlock Holmes, Consulting Detective Registration Card**

Please complete and return this registration card to:  
ICOM Simulations, Inc. 648 South Wheeling Road,  
Wheeling, IL 60090 U.S.A.

**Name** \_\_\_\_\_

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For further information regarding our products, call  
**(708) 520-4440.**



## *NOTES*

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